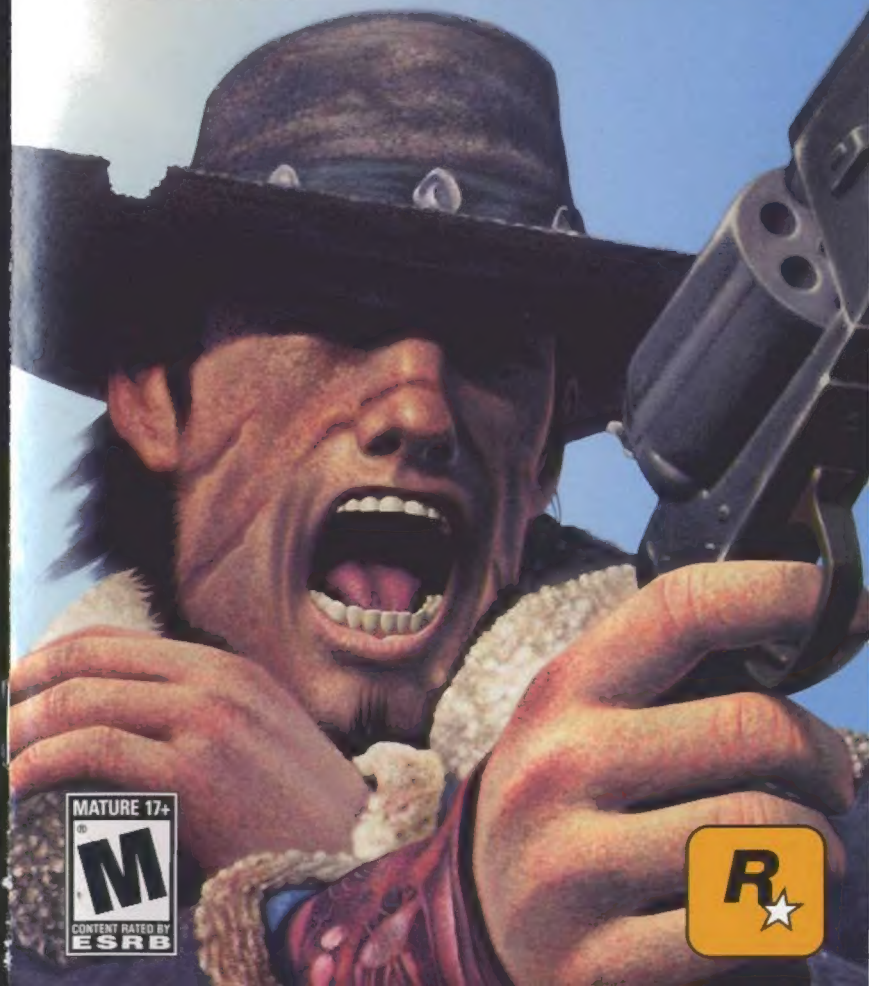


XBOX

# RED DEAD REVOLVER



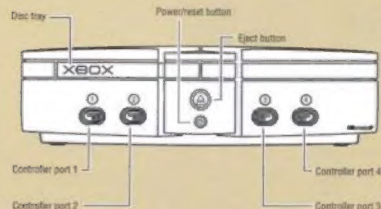
ROCKSTAR GAMES PRESENTS  
A RED DEAD REDEMPTION GAME  
RED DEAD REVOLVER  
A ROCKSTAR GAMES GAME  
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MATURE 17+  
**M**  
CONTENT RATED BY  
ESRB



## GETTING STARTED

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the RED DEAD REVOLVER disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing RED DEAD REVOLVER.



### AVOIDING DAMAGE TO DISCS OR DISC DRIVES

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## XBOX LIVE

### Take RED DEAD REVOLVER Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gaming identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

### Xbox Live Aware RED DEAD REVOLVER Content

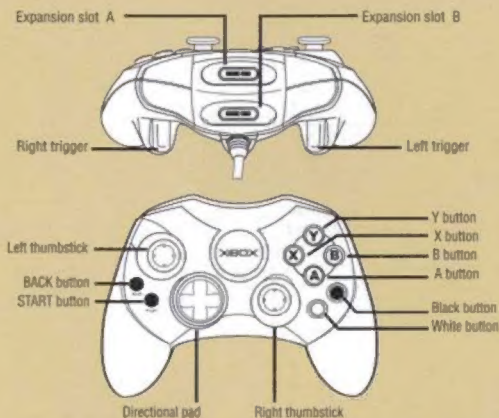
Xbox Live Aware enables a game without the multiplayer-gaming mode to take advantage of certain Xbox Live features. If you are an Xbox Live subscriber, Xbox Live Aware allows you to receive invitations to play other Xbox Live games online, view your Friends list, get information about the current status of other players, and signs you in automatically to Xbox Live and Xbox Live Aware.

### Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

## USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play RED DEAD REVOLVER.



ENEMY BOSS HEALTH

HEALTH

AMMUNITION

BOUNTY AWARDED

DEAD EYE METER

## CONTROLS

## ACTION

|                            |  |
|----------------------------|--|
| A                          | JUMP / ACCEPT                            |
| X                          | GRAB AND STRIKE ENEMY / COVER / INTERACT |
| Y                          | RELOAD WEAPON                            |
| B                          | PUNCH                                    |
| LEFT THUMBSTICK            | MOVE CHARACTER                           |
| LEFT TRIGGER               | DRAW WEAPON                              |
| WHITE BUTTON               | SWITCH WEAPONS                           |
| LEFT TRIGGER HELD DOWN +   |  |
| RIGHT TRIGGER              | FIRE WEAPON                              |
| PULL RIGHT TRIGGER TO      |  |
| TARGET + FIRE              | FIRING IN A DUEL                         |
| LEFT TRIGGER HELD DOWN +   |  |
| RIGHT THUMBSTICK BUTTON    | DEAD EYE                                 |
| LEFT THUMBSTICK BUTTON     | CROUCH / DUCK                            |
| RIGHT THUMBSTICK           | CAMERA / TARGETING                       |
| RIGHT TRIGGER              | KICK                                     |
| BLACK BUTTON               | TOOZ IN / OUT (RIFLE EQUIPPED)           |
| LEFT TRIGGER HELD DOWN + B | MELEE ATTACK                             |
| START                      | PAUSE / MENU                             |



## QUICK REFERENCE

### DEAD EYE

LESS THAN TEN FEET AWAY IS THE ENEMY, YOUR EYES LOCK, SIGNIFYING A CHALLENGE TO THE DEATH. YOUR HEART POUNDS, ADRENALINE TAKES OVER, TUNNEL VISION SETS IN AND TIME COMES TO A NEAR HALT. EVERYTHING IS A BLUR, EXCEPT YOUR FOCUS ON THE TARGET. YOU HAVE

WHEN PLAYING AS RED, MULTIPLE TARGETING CAN BE ACHIEVED THROUGH A METHOD CALLED "DEAD EYE."

PULL AND HOLD LEFT TRIGGER AND CLICK THE RIGHT THUMBSTICK TO INITIATE "DEAD EYE."



### QUICKPLAY

TO DRAW WEAPON PULL AND HOLD DOWN LEFT TRIGGER AND FIRE WITH THE RIGHT TRIGGER

PUSH **Y** BUTTON TO RELOAD



ENTERED A ZONE THAT IS ALL TOO FAMILIAR FOR A SEASONED GUNFIGHTER. THE ENEMY DRAWS HIS WEAPON, BUT YOU'RE QUICKER, HE DOESN'T STAND A CHANCE...THE GUN SMOKE DISSIPATES AND THE ONLY MAN LEFT STANDING IS YOU.

WHEN INITIATED, ALL MOVEMENTS WILL BE IN SLOW MOTION...USE RIGHT THUMBSTICK TO TARGET VARIOUS PARTS OF YOUR ENEMY'S BODY.

YOU CAN GET AS MANY LOCK-ONS AS YOU HAVE BULLETS IN YOUR WEAPON. PULL RIGHT TRIGGER TO FIRE.



PRESS THE DIRECTIONAL PAD (RIGHT OR LEFT) TO CHANGE WEAPONS OR WHITE BUTTON FOR A QUICK SWITCH

WHILE USING THE LEFT THUMBSTICK FOR DIRECTIONAL CONTROL, PULL AND HOLD LEFT TRIGGER TO INITIATE THE STRAFE MANEUVER.



THE  
GOODS

The money earned from bringing the enemies to justice can be used to purchase health, weapons and other goods such as a Poncho, Stethoscope, Infantry Hat, Ledger, and Shovel, just to name a few.

## THE JOURNAL

Purchasing the various goods will unlock pages in the JOURNAL. These pages will contain information on the different types of weapons, locales and characters. In addition, the purchase of various goods will unlock characters and environments in the multiplayer mode (see pg. 28).

THE  
BOUNTY

Being a bounty hunter is a job like any other in the Wild West. And as with all jobs, money is rewarded to those who complete their task. Keep in mind the following dollar allocation when confronting an outlaw.....

## \$8 HEADSHOT



## \$6 ARMS



## \$4 LEGS



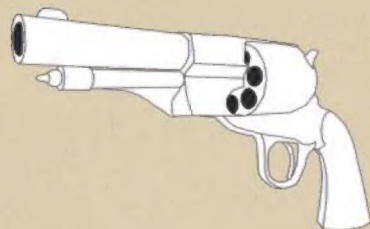
## \$2 CHEST



.....These dollar amounts will accumulate and multiply when enemies are killed consecutively.

.....Thus, if \$25 is earned from killing one enemy and then another is killed (within a short span of time), the total dollar amount will be multiplied by 2 (2 X \$25 etc...). As more consecutive kills are recorded the money earned gets greater. There are only a few seconds that can pass between kills so speed is essential.





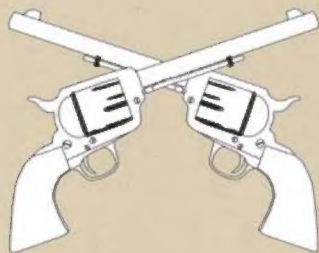
## PISTOLS OLD PISTOL

.....This is the pistol adopted by the U.S. Army in 1875. This particular model takes a .45 caliber bullet. In the hands of a proficient gunner, this weapon can be fired 18 times in 1.5 minutes. The muzzle velocity of this pistol is about 810 ft per second.



## PACIFICADOR

.....This is the Mexican Army's modified version of the U.S. Army's .45 pistol. The elongated and grooved barrel increases the velocity of this gun. Diego's men are armed with the Pacificador.



## TWIN REVOLVERS

.....The most popular weapon in the West, the U.S. Cavalry uses these weapons throughout their raids into the Southern territories.



## SCORPION GUN

.....The 8-inch barrel gave this pistol enormous stopping power with great accuracy. The specially designed grooves in the barrel along with lengthened .44 cartridge ammunition makes this weapon a formidable part of one's arsenal.



## RIFLES OWL RIFLE

.....The owl rifle is one of the most powerful rifles in the West, this repeater uses a .56 caliber bullet. Accuracy of this rifle is viable up to 500 yards.



## BAYONET RIFLE

.....This 1873 repeater rifle is the most popular rifle in the West. This model can hold 7 .44 caliber cartridges. The bayonet greatly impedes the accuracy of this weapon. However, in close quarter combat situations, the bayonet attachment proves its worth.



## SAWED OFF SHOTGUN

.....This modified version of the 12-gauge shotgun has its barrels shortened, increasing the blast radius and power. The shot shells are filled with lead pellets that are shot out at a velocity of 1300 feet per second. This is the preferred weapon of outlaws; it is almost as deadly as the men holding them.





OTHER WEAPONS

**FIRE BOTTLE**

.....Make-shift weapon composed of a glass bottle filled with lamp oil and a cloth fuse.



**DYNAMITE**

.....Plentiful during the gold rush era, this is the weapon of choice for bank and train robbers.



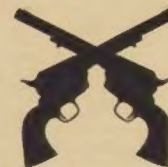
**BOW AND ARROW**

.....The traditional weapon of the Nakawa Tribe, it is accurate, lethal and silent. The arrowheads are made of either bone or flint rocks.



**DEAD EYE MOVIES**

TO INITIATE,  
PULL AND HOLD  
LEFT TRIGGER  
& THEN CLICK THE  
RIGHT THUMBSTICK





## DRAWING

### 4 PHASES TO A DUEL

- 1.....GRABBING
- 2.....DRAWING
- 3.....LOCKING
- 4.....FIRING

**1.....GRABBING THE GUN**.....Press back on the RIGHT THUMBSTICK to grab. (The closer the hand the faster the grab.)

**2.....DRAWING**.....Press forward on the RIGHT THUMBSTICK to draw. (For a faster draw press forward as the hand clutches the gun) Once you've drawn your weapon, the game will move into slow motion.



**3.....LOCKING**.....Use the RIGHT THUMBSTICK to move your cross hairs over each enemy. As the target indicator hovers over a body part, it will cycle between the following shot types: **POOR SHOT (YELLOW)**. **HIT (DARK RED)**. **CRITICAL HIT (BRIGHT RED)**. **PULL RIGHT TRIGGER TO LOCK IN EACH SHOT. YOU CAN GET AS MANY LOCKS AS YOU HAVE BULLETS IN THE WEAPON.**

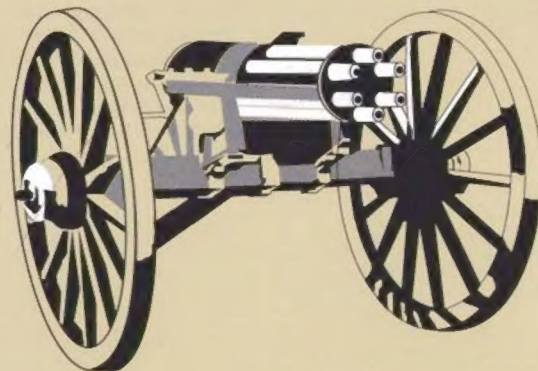
**4.....FIRING**.....Clicking the right thumbstick at any time will end the slow motion phase, and fire at any locks. Red will fire if right trigger is pressed after all locks have been initiated or if the slow motion phase times out. The LEFT THUMBSTICK will allow switching to different targets when engaging multiple characters in the multiplayer version of dueling "Showdown." **THE LEFT THUMBSTICK IS NOT USED TO TARGET MULTIPLE ENEMIES IN THE SINGLE PLAYER GAME.**

**SHOOTING FROM COVER**.....At times, when pinned down by thousands of rounds, it's a safer bet to use cover when returning fire. To execute this move, face the object or structure and press the **X** button. The weapon will be drawn while bracing the object or structure. Simply move to the edge and press LEFT TRIGGER and RIGHT THUMBSTICK to guide the cross hairs to the target and RIGHT TRIGGER to fire.

**HORSE BACK**.....To mount the horse (or other animal), approach the animal and press the **X** button. To jump over obstacles while on horseback press the **A** button. To stop the horse, simply pull back on the LEFT THUMBSTICK.

**INTERACTION WITH OTHER CHARACTERS**.....For interaction and conversation with other characters in the game, simply walk up and press the **X** button.

**HEAVY FIREPOWER**.....When the situation arises and it calls for heavy firepower, commandeer a GATLING GUN. To do this approach the weapon and press the **X** button.





## THERE ARE 3 TYPES OF MULTIPLAYER MODES.....

**1.....BOUNTY HUNTER** Prove your worth as a bounty hunter of the untamed West. Are you up for the challenge? The first one to collect the bounty limit wins.

**2.....SUNDOWN** In the Wild West two things wield the most power, the gun and the dollar. Combining the two will motivate even the most novice gunslinger to try his luck. The rules are simple...the contestant with the most money when time runs out wins.

**3.....HIGH NOON** There's only one way for a gunfighter to test his skills...the draw. All that stands between you and the challenger is thirty yards and the quickest hand ...who's the fastest? You'll find out at the strike of twelve.



## 2 CARO GAMES

### STUD :

A FAST & FRANTIC RACE TO COLLECT THE 5TH CARD

THE PLAYER TO COLLECT THE 5TH CARD WINS THE HAND

EACH HAND AWARDS A SPECIAL POWER-UP

BOUNTIES GOES TO THOSE WHO "COLLECT" THEM

### TEXAS HOLD 'EM :

POKER WITH BULLETS

EACH PLAYER IS DEALT 2 "HOLE CARDS" (PRESS BACK BUTTON TO PEEK AT CARDS)

ALL BOUNTIES GO IN THE POT  
THE POT GOES TO THE PLAYER WITH THE BEST HAND ONCE THE 5TH CARD HAS BEEN COLLECTED

## CARO COLORS

**GREEN CARDS.....** REPLENISHES HEALTH

**RED CARDS.....** WEAPONS POWER UP

**BLUE CARDS.....** GIVES WEAPONS

**YELLOW CARDS.....** BOOST FOCUS

## SHOOTING THE CARDS WILL CAUSE THEM TO EXPLODE

### FOUR PLAYER PLAY AVAILABLE

THE USER CAN SELECT FROM 4 TEAMS AND ANY COMBINATION OF A.I. OR HUMAN PLAYERS (UP TO 4). TEAM COLORS ARE RED, WHITE, BLUE AND YELLOW.

## BOUNTY HUNTER

Complete the story mode of Red Dead Revolver and the Bounty Hunter mode will unlock. In this mode, the player must complete the level while being timed or accomplishing the given objectives.